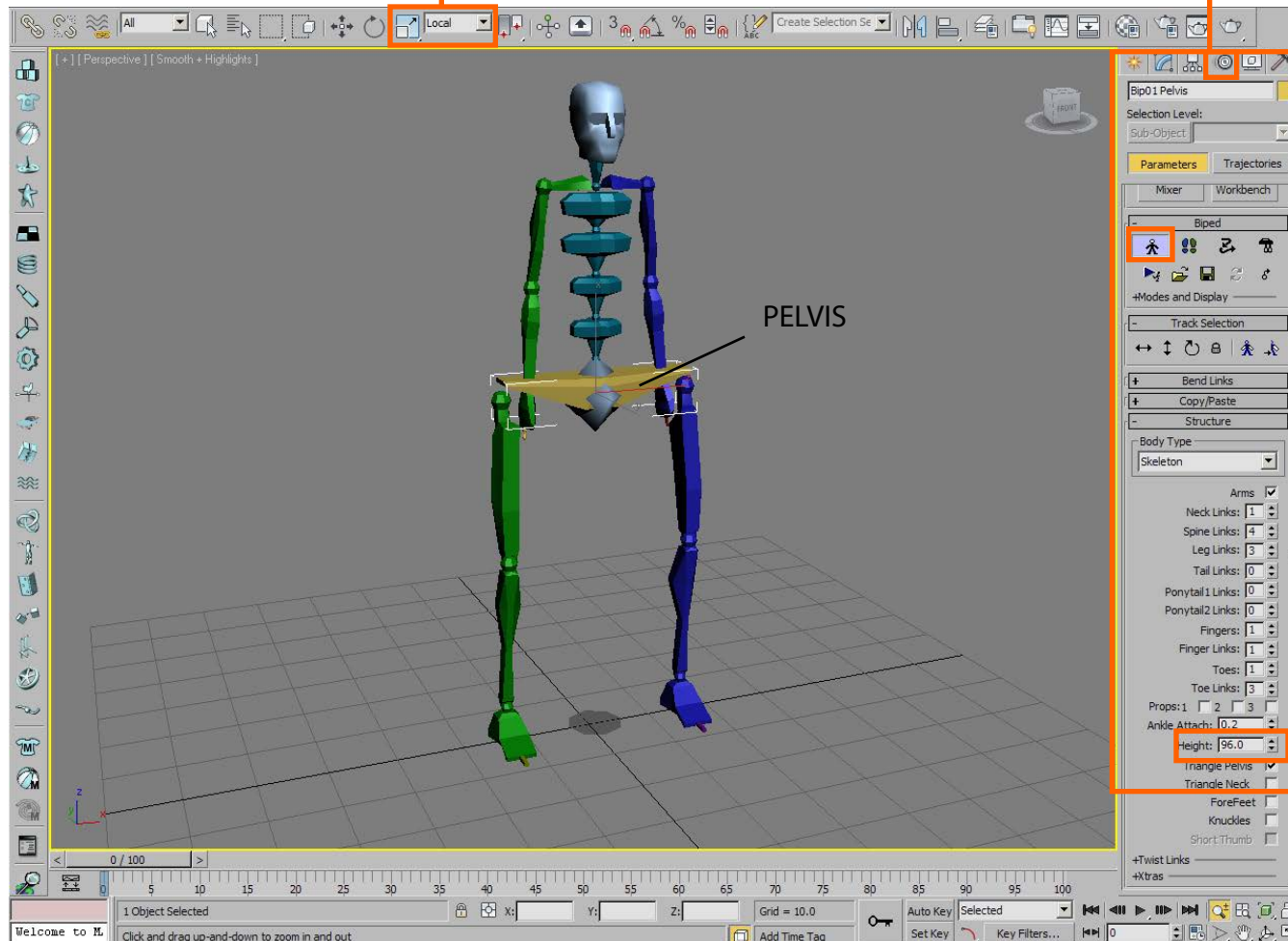


In this project you will use the Biped to animate the two feet and then link a Teapot to the Biped.

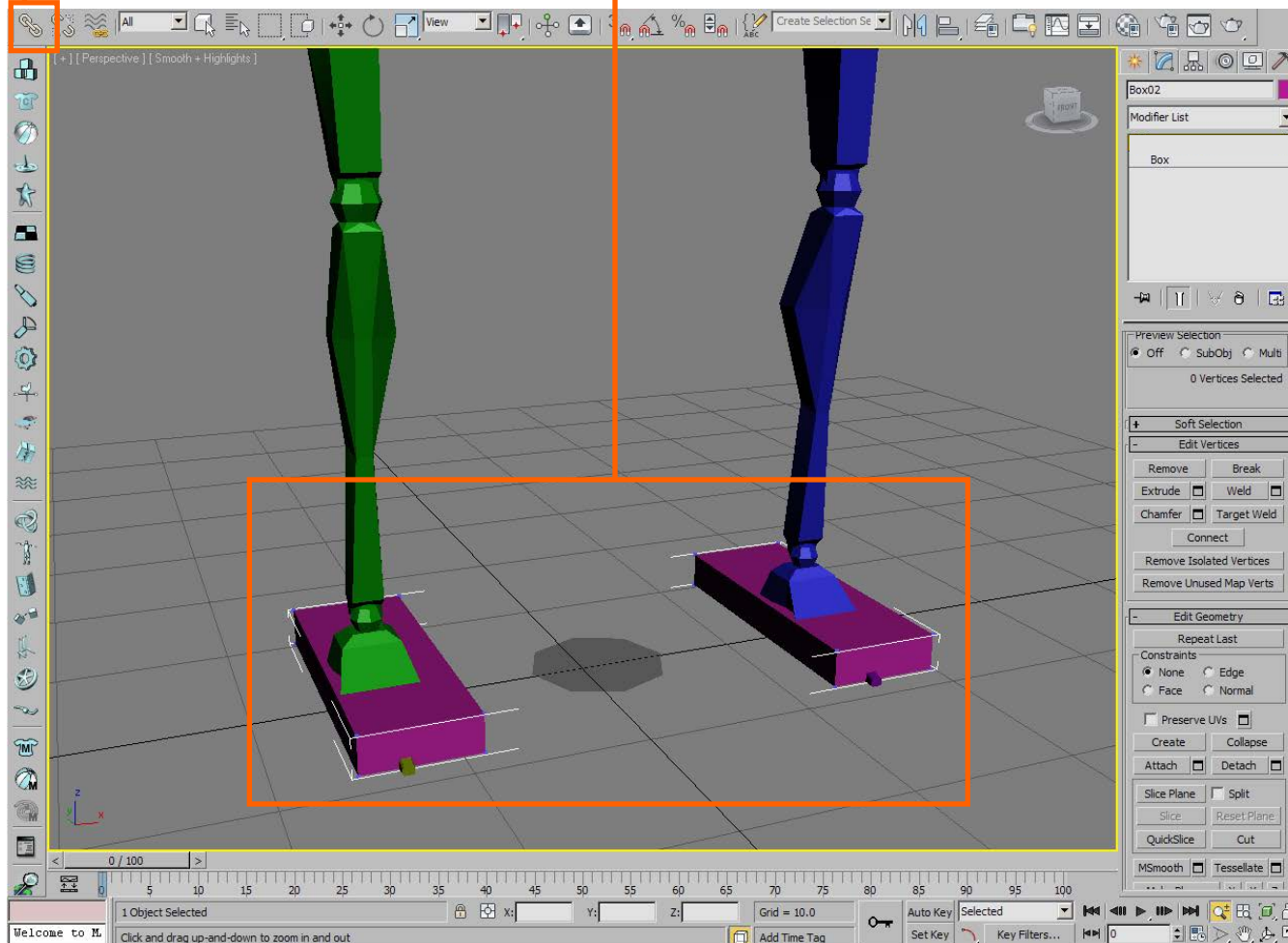


1. Create a Biped with the following settings.
2. Set the transform tool to "Scale" and drop the menu to "Local". Then stretch the pelvis to widen the stance.



3D CHARACTER DESIGN

1. Make two boxes (feet) . Match the size of the boxes to those on the biped as closely as possible.



2. Use the “Link” button to link each box to their respective feet on the biped

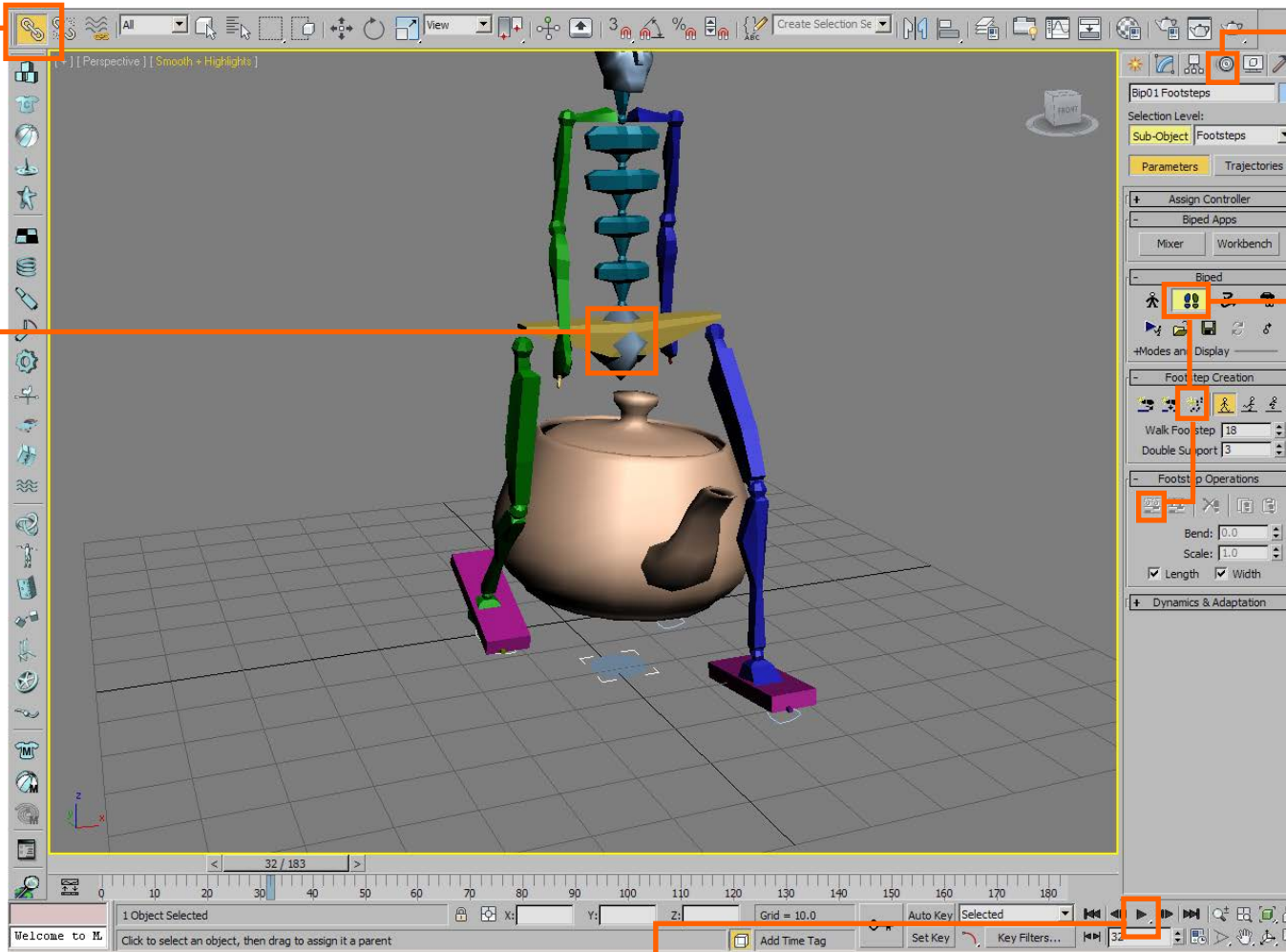
Walking Teapot Character

3D CHARACTER DESIGN

1. Select the Biped and go to the "Animation" panel.

2. Create your teapot and "Link" it to the Biped Pelvis.

3. Enter "Foot Step" mode. Create some footsteps and generate the animation.



5. Click the play button

4. In the "Display" panel, click "Bone Objects"
This will hide the Biped.

